

Section 6: Local Rules

Rules of Play – Stick

The rules of two person stick curling is a combination of Curling Canada rules 8, 19, 20 effective until August, 2023 and supplemental Canadian Stick Curling Association rules which may be modified on a more frequent basis.

Curling Canada Rules

8. Delivery

(1) The delivery of a stone by the right hand shall be initiated from the hack located to the left of the centre line. The delivery of a stone by the left hand shall be initiated from the hack located to the right of the centre line.

(2) If a single, moveable hack is in use, the delivery of a stone by the right hand or the left hand may be initiated from a hack located on the centre line.

(3) The delivery and release of a curling stone are intended to occur in a reasonably straight line from the hack towards the target broom.

(4) (a) A player, whose team is in control of the house, is in the process of delivery from the time the player is positioned in the hack until the stone is released.

(b) A player shall only commence a forward progression from the hack with a stone after the previously delivered stone and any stones set in motion have come to rest or have crossed the back line and their team is in control of the house.

(5) The stone shall be released before it reaches the hog line at the delivering end.

19. Curling With A Delivery Stick

(1) The use of a curling aid commonly referred to as a “delivery stick”, which enables the player to deliver a stone without placing a hand on the stone handle, is considered acceptable.

(2) The use of a delivery stick is not allowed in events leading to Curling Canada championships. Exception: wheelchair curling.

(3) If a player starts a game with a delivery stick, then that player shall use a delivery stick throughout that game.

(4) A player may not alternate delivery from the traditional hand delivery to a delivery stick or vice-versa.

(5) If delivery begins from the hack, then players using the delivery stick must adhere to Rule 8(1) and 8(2) and, stones must be delivered along a straight line from the hack to the intended target broom.

(6) The delivery may also begin anywhere along the centre line with a portion of the stone touching the centre line prior to the delivery. The stone must be delivered along a straight line from this position on the centre line to the intended target broom. **See additional clarification in Canadian Stick Curling Association Supplemental Rules effective September 30, 2021.**

(7) A stone delivered with a delivery stick must be released before it reaches the hog line at the delivering end. Rule 8(5).

(8) All other delivery rules apply.

20. Canadian Stick Curling Association (CSCA) Rules

(1) The CSCA applies the Rules of Curling for General Play, as approved by Curling Canada with the following exceptions:

(a) Each team is comprised of two (2) players regardless of gender.

(b) One (1) member of each team stays at each end of the rink and must not cross centre ice (except as provided for in 20(1)(j)).

(c) The two (2) delivering curlers alternately deliver six (6) stones each per end, while their teammates skip that end. Then the roles are reversed. All games are six (6) ends.

(d) Each stone must be delivered with a delivery stick, from a standing or sitting (in a wheelchair) position. **See additional clarification in Canadian Stick Curling Association Supplemental Rules effective September 30, 2021.**

(e) A stone is in play when it reaches the hog line at the delivering end.

(f) A stone that has not reached the hog line at the delivering end may be returned to the player and redelivered. The player will redeliver the same called shot and ice.

(g) Sweeping/brushing is not allowed between the hog lines. **See additional Nova Scotia Stick Curling Association clarification.**

(h) The first three (3) stones delivered in any end may not be removed from play before delivery of the fourth stone of that end. When a stone(s) is removed from play prior to the fourth stone of the end, directly or indirectly and without exception, the delivered stone is removed from play and any other displaced stones replaced as close as possible to their original position(s).

(i) **Replaced by Canadian Stick Curling Association Supplemental Rules effective September 30, 2021.**

(j) In case of a tie, an extra end is played, with each player delivering three (3) stones. The curlers then exchange roles at the mid-point of an extra end to complete the end. See [additional Nova Scotia Stick Curling Association clarification](#).

Canadian Stick Curling Association – Supplemental Rules effective September 30, 2021.

These rules may be a revision or clarification of the Curling Canada rules.

Reference Curling Canada rule 20 (1) d (additional Clarification)

1. A wheelchair curler, or competitors with declared and confirmed mobility issues, if they so choose, can have a designated Ice Player Assistant (IPA) during play, per impacted curler. The IPA could hold/brace the wheelchair and position/clean rocks for delivery. The same IPA could also sweep for the impacted player only at the direction of the delivering partner competitor and only in the “in play area” (from the hog line to the back line), including opponent’s stones behind the tee line. The IPA would also catch wayward stones when needed. IPAs would not be allowed to be involved in the shot calling or strategy discussions during a game. If an IPA is the declared coach of the team, they could participate in strategy only during the approved timeouts during the game. For safety reasons the IPA would need to wear proper footwear to actively participate on the ice.

Reference Curling Canada rule 20 (1) i (Complete Replacement)

2. Each team may call a maximum of two 90 second time outs during a game. During an extra end, one time out per team is allowed. Whenever a time out is called, the team calling the time out may consult anywhere on the ice surface, including in the playing area inside the hog line of the receiving end. Whenever a time out is called, the opposing team may consult outside the hog line of the receiving end or on the boards but not in the playing area inside the hog line of the receiving end.

Reference Curling Canada rule 19 (6) (additional Clarification)

3. In the case of a wheelchair player, or a player throwing with a delivery stick from a stationary standing position between the top of the house and the near hog line, the stone must begin from a point within 18 inches of the center line as per rule 17.1 of Curl Canada Rules of Curling for Officiated Play. When the player delivers the stone from an area between the hack and the outermost edge of the top of the house at the delivery end, a portion of the stone must be touching the centre line prior to starting the delivery.

Further Rules Clarification – Nova Scotia Stick Curling Association

Curling Canada 20 (g)

Sweeping / brushing is allowed by the delivering team only from the hog line to the back line at the skip / receiving end.

Sweeping / brushing is allowed by the opposition team from the tee line to the back line at the skip / receiving end

Curling Canada 20 (j)

An extra end shall be played from the far end (skip end) to the near end (closest to the glass)

If an extra end is a blank, another end is played using the extra end format. Each player will deliver their stones from the end of the rink where they finished the previous extra end.

Canadian Stick Curling Association – Championship Logistic Document Direction.

The CSCA provides logistical direction to the championship host committee. Below is guidance on game delay and use of spares.

Game Duration, Postponement and Game Delays:

- (a) A game shall be of such length or duration as is stated in the rules governing the competition
- (b) If for any reason a game in progress is postponed to another time, the game shall continue from the last completed end.
- (c) If only one member of a team is present at the time of the scheduled draw, that person may choose to play with a spare, however, the spare must play the entire game. If it is the turn of the absent team member to do the LSD then the spare must throw the LSD in their place.
- (d) If a team does not commence play at the scheduled time (either both players are not available at the scheduled game time or a spare has not been arranged in advance of the game): (1) If the delay of the start of play is 1-10 minutes, then the non-offending team receives one (1) point and will have last stone in the first end of actual play. One (1) end is considered completed; (2) If the delay of the start of play is 11-20 minutes, then the non-offending team receives one (1) additional point and will have last stone in the first end of actual play. Two (2) ends are considered completed; (3) If play has not started after 20 minutes, then the non-offending team is declared the winner by forfeit. The final score shall be recorded as 'W' and 'L' (win – loss).
- (e) If it is the turn of the team member onsite to throw the LSD they may do so for purposes of calculating total cumulative distance to the button.

- (f) If the team member onsite decides to wait the arrival of their team member, and it is the turn of the absent team member to do the LSD, then the offending team will receive the maximum LSD measurement.
- (g) If both members of a team are not present at the scheduled practice time prior to the game then they will be awarded maximum points for the purpose of calculating the distance of the LSD to the button.
- (h) The non-offending team may complete their practice and their LSD.

Spares:

- (a) The host committee must provide a minimum of four (4) male and four (4) female spares available to play in case registered curlers are unable to play.
- (b) Spares must be drawn from the host club pool of spares. Spares cannot be drawn from a team registered for the championship.
- (c) Teams are not permitted to have a designated alternate.
- (d) Spares can compete on a team up to, and including, the championship game.
- (e) A team may include one member of the registered team and a spare. If a team is unable to field one member of the original team during a game then they must forfeit the game.
- (f) If a team member is injured or becomes ill during a game, they may be replaced by a spare at the point in the game at which the injury or illness occurs, either delivering the stones or calling the game. Clause (e) above remains in force in this situation.
- (g) A replaced team member may not return to the game.
- (h) If a member of a registered team becomes unable to participate in the Championship event prior to its commencement, then the other team member may select their own spare to play for the duration of the bonspiel.